

## PLAYING GUIDE

# The California Raisins

1. Introduction. Tiny Goodbite is a California Raisin. One evening, upon returning to his village after a busy day, he was met by a scene of destruction--the huts smashed, landscape destroyed. The entire village lain to waste. The ground trembled as trucks loaded with Tiny's companions drove off in the distance toward the Cereal Factory. Tiny immediately began chasing after the trucks in his hot-air balloon. But it was no use, the trucks were much faster. Tiny finally reached the Cereal Factory determined to find his friends.



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2. Loading Instructions. For your convenience, this diskette is not copy protected. It is wise to make a backup copy of the distribution disk. Use the copy for play and store the original in a safe place.

**A. IBM Version.**

Boot your version of DOS.

**B. Apple Version.**

Insert diskette, label up, into Drive 1.

Turn on computer or reset.

**C. Commodore Version.**

Insert diskette, label up, into drive.

Type LOAD""",8,1 and depress Return.

3. Playing Instructions. The following is a list of the action commands you can give.

**A. IBM Version.**

After typing "GO", you will be prompted whether or not you wish to use your joystick or your keyboard. If you have a joystick and wish to use it, press 2. Otherwise, press 1.



**ACTION****JOYSTICK****KEYBOARD**

FIRE  
JUMP  
LEFT  
RIGHT  
UP  
DOWN  
QUIT  
FASTER

SLOWER  
BOSS

Button 1  
Button 2  
Left  
Right  
Up  
Down  
<ESC>  
Grey +

Grey -  
B

<SPACE>  
<ENTER>  
Left Arrow  
Right Arrow  
Up Arrow  
Down Arrow  
<ESC>  
Grey +

(Usually has no effect on XT's)

Grey -  
B

**B. Apple Version.**

Joystick or Keyboard option. Follow instructions on disk.

**C. Commodore Version.**

Joystick only.

**ACTION****JOYSTICK**

MOVE  
JUMP  
SHOOT

JOYSTICK  
FIRE BUTTON  
<SPACE>

You will be playing through B levels of the Cereal Factory, from level 7 down to level 1, and then you will take the elevator to level B. You have five lives at the start of the game.

Each level has a few meanies who will try to kill you. They will do so if they touch you. You may shoot the meanies if you are energized and are facing either left or right. In order to become energized, you will have to jump onto the green platform on each level. When you reach level B you will be energized automatically.

In order to proceed to the next level, you must obtain the key and unlock the door opposite the one you start from.

You will have to do the following in order to complete the levels:

climb ladders  
jump onto moving platforms  
jump onto swinging ropes

While flying to or from the factory in your balloon, you may drop sandbags on the bridge. Each sandbag that hits the bridge will increase your score. You have four bags. To drop them, press <SPACE> or <ENTER>.

**Scoring:**

Each meanie shot ..... 50 pts.  
Each sandbag hitting the bridge ..... 500 pts.  
Completing a level ..... 1000 pts.  
Each second left on the timer after a level ..... 30 pts.  
Each extra man left ..... 500 pts.

**BOX  
OFFICE**